ROMMEL 3-D

by Kary McFadden

You clutch the tank controls, eyes riveted to the scanners for fear that an enemy tank lurks just ahead. Suddenly a blip appears on radar; your worst fears confirmed! Frantically, you maneuver your tank into position, trying not to remember that one wrong move could end this battle. At last you catch a glimpse of the elusive enemy tank. Facing it, you race to lock sights and fire before he does!

Enter the ultimate battle-zone in this exciting 3-D tank combat game. Strategy, speed, and your tank's cannon are the only hope for escape as you wind through a three-dimensional course inhabited by impenetrable barriers and enemy tanks.

Dazzling graphics and lifelike sound take you a step beyond the ordinary in this fast, machine-language arcade game. Enter the next dimension, ROMMEL's troops are waiting for you!

32K Color Computer Required

MichTron

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SCORING

Scoring is accomplished by directly hitting enemy tanks (smart and dumb) and planes. Dumb tanks and smart tanks appear on radar in different colors. Smart tanks move quickly and have maneuverability equal to yours.

Scoring can be summarized as follows:

Dumb tanks	1,000 points
Smart tanks	1,500 points
Planes	1,300 points

The player receives one bonus tank for each 10,000 points until 100,000 points have been accumulated. After 100,000 points, one bonus tank is awarded for every 20,000 points.

NOTE: All players who reach a score in the top ten will be allowed to enter their name.

THE SCREEN

The screen displays flat land with mountains on the horizon. Scattered over this land are various shaped obstacles that you cannot move through. Enemy vehicles appear on this terrain as three-dimensional tanks and planes in various colors.

In the middle of the screen appear four lines, which are used as your tank's firing sights. The sights will become smaller and flash when an enemy tank or plane falls within firing position.

In the upper right corner appears a circular radar screen. Your tank is represented in the center. Enemy vehicles appear as moving blips inside the circle. The radar screen is used to show the relative position of the enemy tank to your position. To the left of the radar screen is your score, and the number of tanks you have remaining.

STRATEGY HINTS

In a fast-paced arcade game such as *ROMMEL 3-D*, no one strategy is right or wrong, but there are a some points you may find helpful. Moving the tank quickly backward and to the right or left simultaneously can often help you avoid being hit. An important key is to keep moving. The rest of the strategy is left to your imagination!

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Your palms perspire as you grasp the controls of your tank. You are crossing a terrain that is inhabited by enemy tanks and impenetrable obstacles.

Your radar screen suddenly displays a blip. With a sharp turn of your tank, you see the enemy tank turning toward you. Violently, you race to lock sights and fire before he does!

A game of skill and strategy, *Rommel 3-D* will win your imagination. Here is three dimensional combat like no other!

LOADING INSTRUCTIONS

Disk:

1. Turn on your computer.
2. Place *Rommel 3-D* disk in drive 0 and close drive door.
3. Type RUN"ROMMEL" and press ENTER.
4. Remove *Rommel 3-D* disk from the drive and store it in a safe place.

Cassette:

1. Turn on your computer.
2. Place *Rommel 3-D* cassette in tape player and REWIND tape.
3. Type CLOAD and press ENTER.
4. After program loads, type RUN and press ENTER. The program will continue to load and will start automatically in a couple minutes.
5. Remove *Rommel 3-D* cassette from tape player and store in a safe place.

THE OBJECT

The object of the game is to use both skill and strategy in maneuvering your tank into position and destroy enemy tanks and planes for points. Gaining points enables the player to receive bonus tanks and provides additional opportunities to set new records. The challenge is to develop a strategy that will enable the player to reach these new marks.

GAME CONTROLS

OPTIONS:	G	Start game
	SHIFT-BREAK	Abort game in progress
	R	Pause game (any key resumes)
	C	Changes color modes
TANK CONTROLS:	UP ARROW or P	Forward
	DOWN ARROW or L	Backward
	RIGHT ARROW or W	Rotate right
	LEFT ARROW or Q	Rotate left
	SPACE BAR	Fire cannon